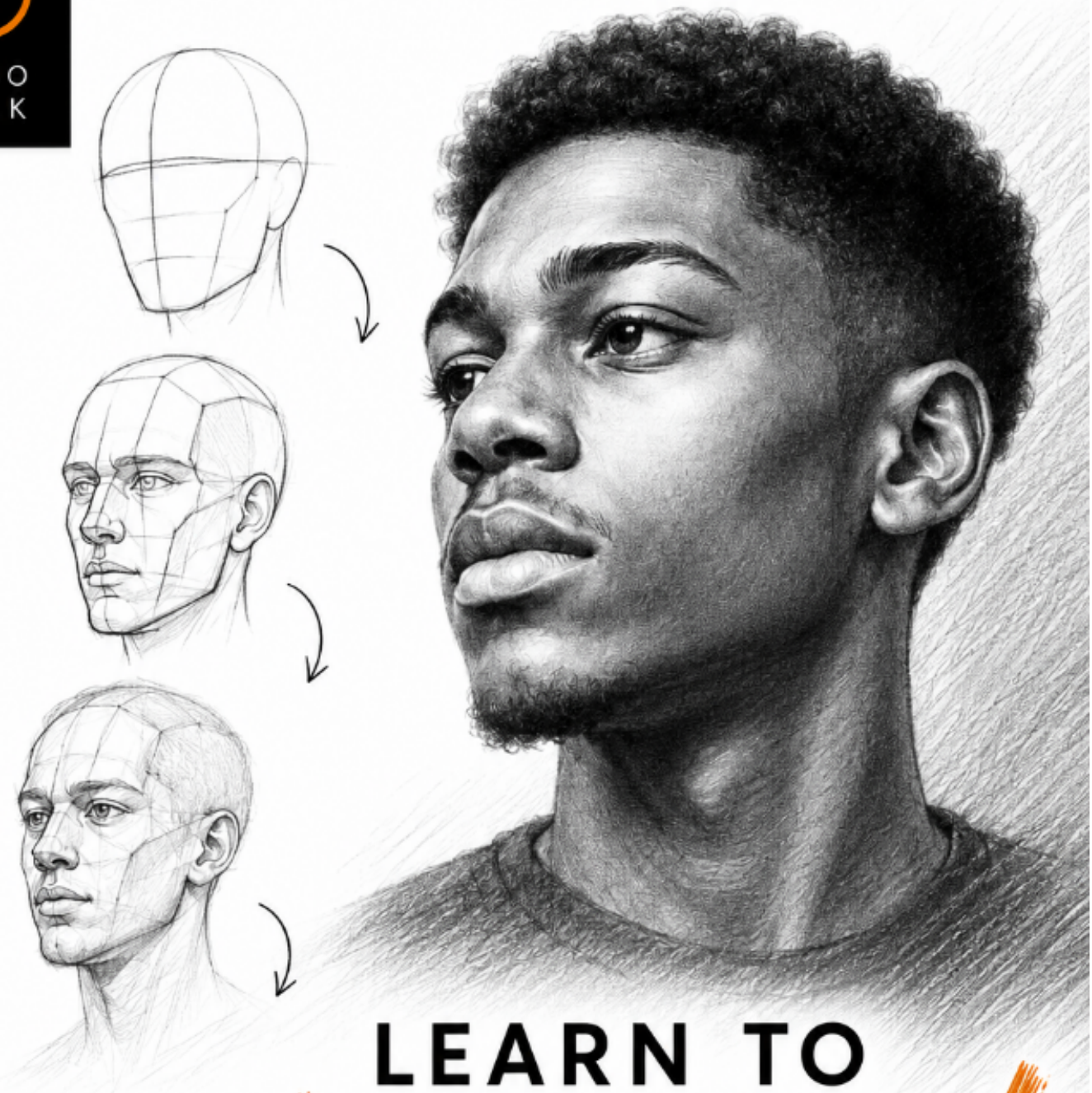
GEBO TECK



LEARN TO DRAW

VOLUME 1

REALISTIC PORTRAITS

FOR BEGINNERS

FROM SIMPLE SHAPES
TO REALISTIC FACES

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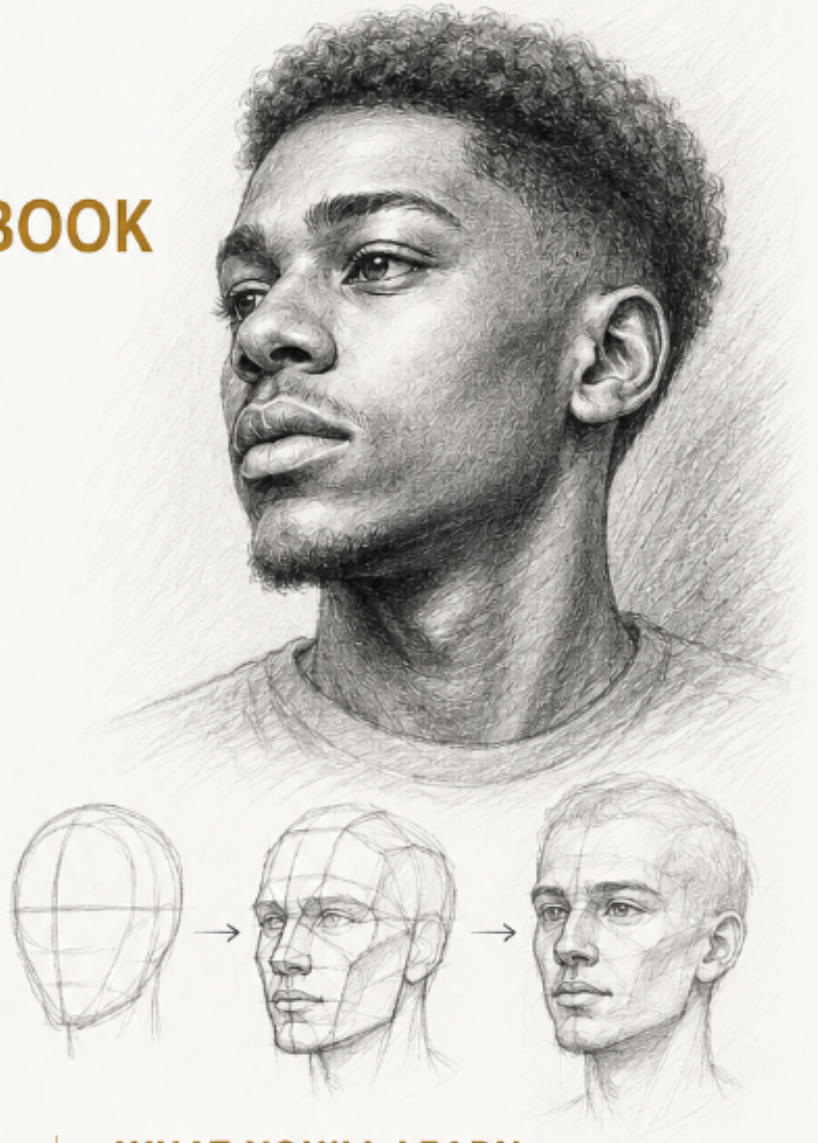
GEBO TECK'S TIP

Study each lesson in order. Every chapter builds on the previous one, helping you develop strong drawing skills from simple shapes to realistic portraits.

WELCOME & HOW TO USE THIS BOOK



WELCOME

Welcome to ***Learn to Draw – Volume 1: Realistic Portraits for Beginners.***

Drawing is not about talent—it's about understanding. Every realistic portrait begins with simple shapes, careful observation, and regular practice.

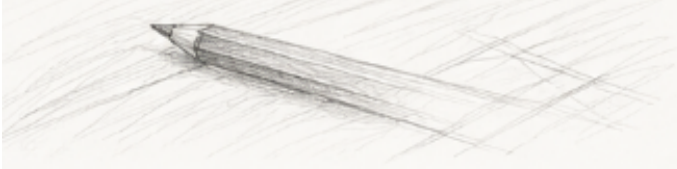
This book has been designed to help complete beginners build strong drawing skills from the ground up. Instead of simply copying photographs, you'll learn how the human face is constructed, why each feature is placed where it is, and how light and shadow create the illusion of three-dimensional form.

By the end of this volume, you'll be able to construct and shade realistic faces with confidence.

HOW TO USE THIS BOOK

For the best results:

1. Complete each lesson in order.
2. Draw every demonstration yourself.
3. Repeat the practice exercises.
4. Don't rush—accuracy is more important than speed.
5. Keep all your sketches to measure your progress.



WHAT YOU'LL LEARN

- Basic drawing tools
- Simple shapes
- Head construction
- Facial proportions
- Eyes, nose, lips, ears, and hair
- Light and shadow
- Complete portrait drawing

GEBO TECK'S TIP

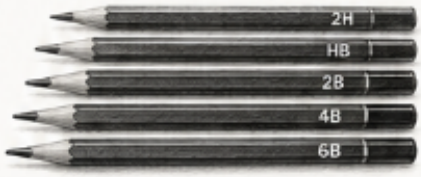
"Every masterpiece begins with a simple sketch. Focus on understanding before chasing perfection."

TOOLS & MATERIALS

Having the right tools makes your drawing experience easier and more enjoyable. You don't need expensive materials to create great art—just quality, practice, and patience.

ESSENTIAL DRAWING TOOLS

- **GRAPHITE PENCILS**
  A range of pencils from hard (H) to soft (B) gives you control over light lines and dark shadows.
  Recommended: 2H, HB, 2B, 4B, 6B



- **MECHANICAL PENCIL**
  Perfect for precise lines, measurements, and detailed work.
  Recommended: 0.5mm or 0.7mm

- **ERASERS**
  Use different erasers for different purposes.
  Kneaded Eraser – Lifts graphite gently.
  Plastic Eraser – Removes cleanly.

- **BLENDING TOOLS**
  These help create smooth tones and soft transitions.
  Types: Blending Stump, Tortillon, Q-tip, or Tissue.

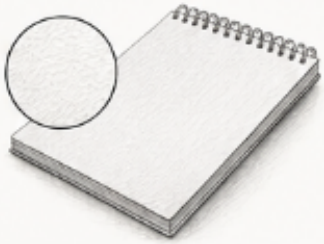
- **SHARPENER**
  Keep your pencils sharp for clean and accurate lines.
  Use a good quality metal sharpener.

- **OTHERS**
  These small items help you achieve better results.
  Paper Towel – Lift and blend.
  Fixative Spray – Protect your drawing.
  Ruler – For measurements.

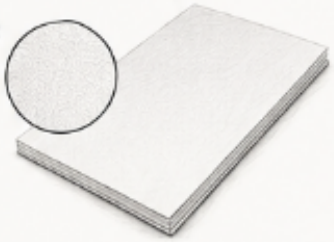
PAPER

The paper you use affects the look and feel of your drawing.

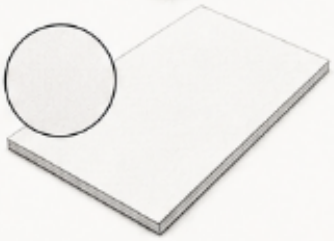
SKETCH PAPER
Good for practice.
Medium texture.
80–100 GSM



DRAWING PAPER
Better for details and shading.
Smooth to medium texture.
120–160 GSM



BRISTOL BOARD
Very smooth and strong. Great for realistic rendering.
200–250 GSM



GEBO TECK'S TIP

Good tools won't make you a great artist, but they will help you enjoy the process and improve faster.

Take care of your tools—they are your partners in creation.

PENCIL GRADES EXPLAINED

Pencils come in different grades. Understanding them helps you create light, mid-tone, and dark values.

2H H HB F 2B 4B 6B 8B

Harder Pencils (H) ← **Medium (HB, F)** → **Softer Pencils (B)**
Lighter, finer lines — Balanced for general use — Darker, richer tones

BASIC SHAPES

Every complex form in a portrait can be broken down into simple shapes. Learning to see and draw these shapes is the foundation of realistic drawing.

GEBO TECK'S TIP

Train your eye to see the basic shapes first, not the details. This small habit will improve your drawings faster than anything else.

WHY SHAPES MATTER

When you start a drawing, your main goal is not detail—it's structure. Simple shapes help you place features correctly, keep proportions accurate, and build a solid base before adding details.

THE 7 BASIC SHAPES

1. SPHERE

A perfect round shape. The base of the head and cranium.

2. CUBE

Represents the front and side planes of the head and face.

3. CYLINDER

Used for the neck, nose bridge, and some parts of the head.

4. CONE

Helpful for the nose, chin, and directional forms.

5. WEDGE

Useful for cheekbones, jawline, and the planes of the face.

6. RECTANGLE

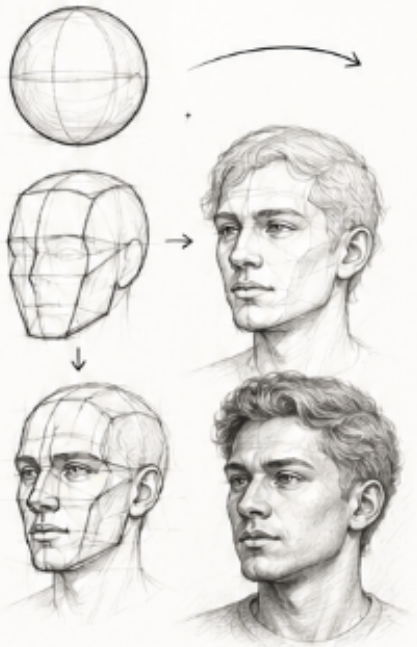
Helps block in features like the eye area, mouth and forehead.

7. ELLIPSE

Used for the top of the head, eye sockets, and perspective.

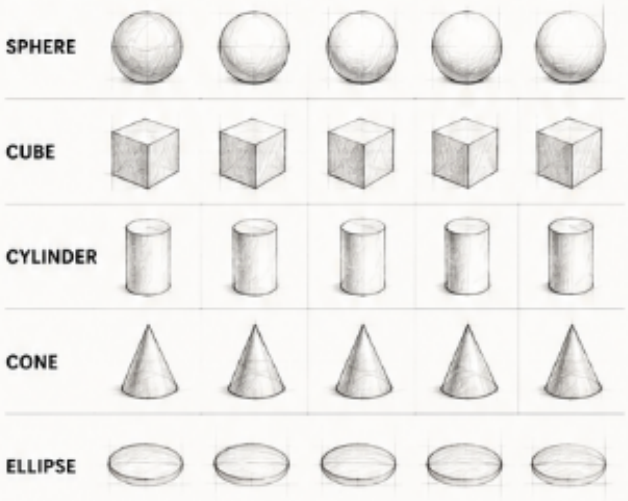
HOW TO USE SHAPES IN A PORTRAIT

1. Start with simple shapes to block in the head.
2. Add the jaw and side planes using cubes and wedges.
3. Refine the shapes and place the facial features.
4. Add forms, light, shadow, and details to complete the portrait.



PRACTICE EXERCISE

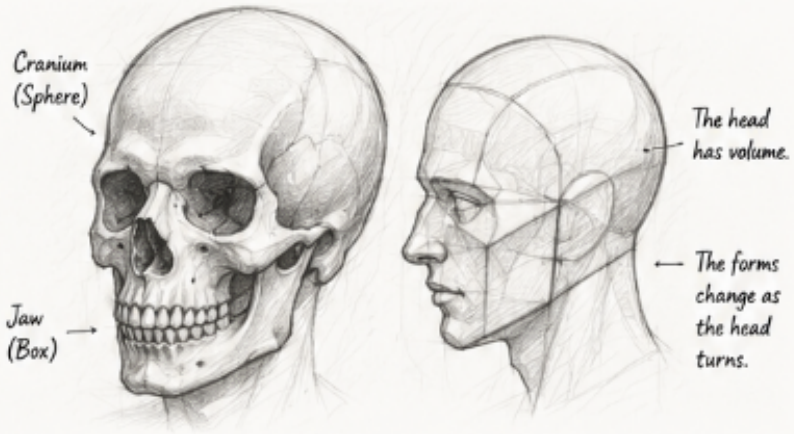
Draw each shape at least 10 times. Focus on clean lines, smooth curves, and even shading.



KEY TAKEAWAY

Mastering these basic shapes will make every other lesson easier. Before drawing any feature, ask yourself: What shape is this?

BUILDING THE HUMAN HEAD



Understanding the structure of the head is the key to drawing realistic faces from any angle. The head is not flat—it is a 3D form that can be measured, constructed, and simplified.

THE HEAD IS A 3D FORM

The head can be thought of as a combination of simple forms working together:

- The cranium is a rounded sphere.
- The jaw area is a box-like shape.
- These forms connect and adjust based on the angle of the head.
- Features are placed on this structure.

GEBO TECK'S TIP

Always think 3D. Before drawing details, build the head with simple forms. This makes your portraits solid and realistic.

STEP-BY-STEP: CONSTRUCTING THE HEAD

1 SPHERE

Start with a circle. This represents the cranium.

2 ADD CENTER LINE

Draw a vertical line and a horizontal line to find the center.

3 ADD JAW (BLOCK-IN)

Block in the jaw using a box shape attached to the sphere.

4 DEFINE PLANES

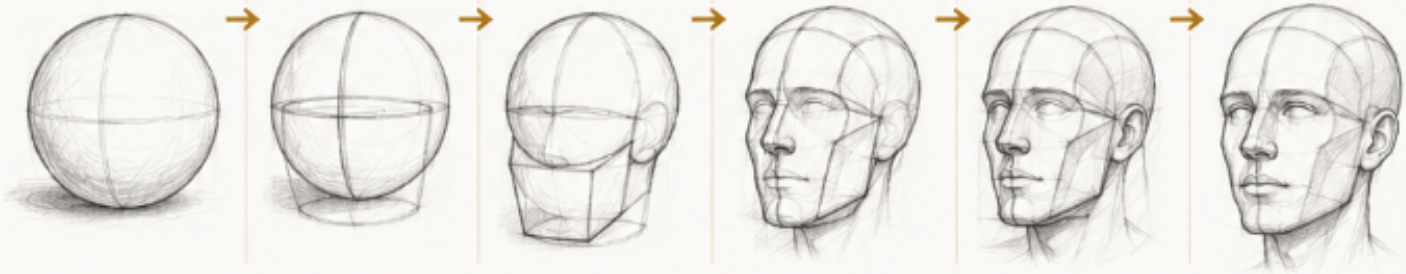
Add the side planes of the head and the jawline.

5 REFINE FORMS

Refine the shapes. Smooth the transitions between the forms.

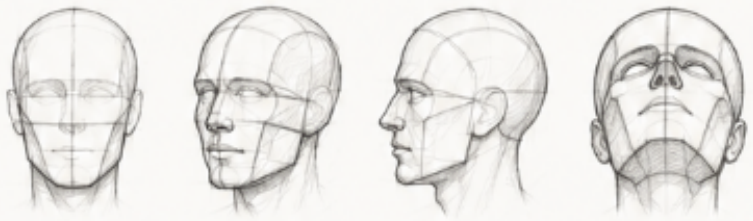
6 READY FOR FEATURES

The structure is now ready for proportions and facial features.



PRACTICE EXERCISE

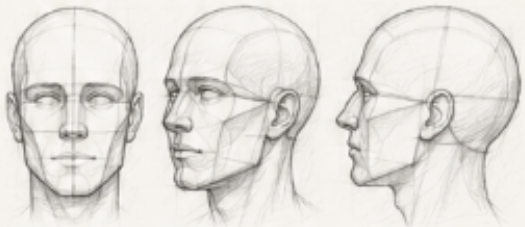
Construct the head using the steps above from different angles.



FRONT | 3/4 VIEW | PROFILE (SIDE) | LOOKING UP

THINGS TO REMEMBER

- ☑ The head is not flat.
- ☑ Think of it as a sphere with a jaw box.
- ☑ The features wrap around the form.
- ☑ Practice from different angles.
- ☑ Structure first, details second.



FACE PROPORTIONS

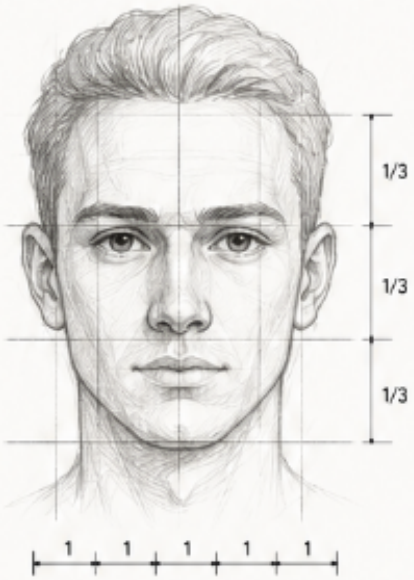
Proportions are the measurements and relationships between parts of the face. Getting the proportions right is more important than perfect details.

While every face is unique, most human faces follow the same basic proportions.

THE IDEAL PROPORTIONS (FRONTAL VIEW)

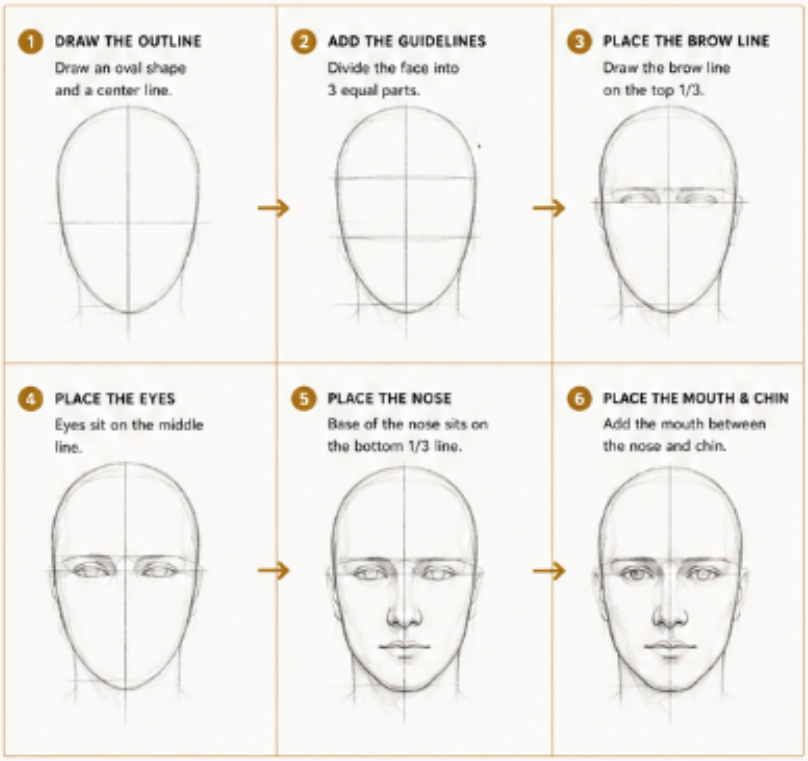
These guidelines help you place the features accurately.

1. The face is divided into **3 equal parts**: Hairline to brow, brow to base of nose, base of nose to chin.
2. The eyes are placed halfway between the top of the head and the chin.
3. The width of the face is equal to five eye widths.
4. The nose width is about one eye width.
5. The mouth is between the base of the nose and the chin.



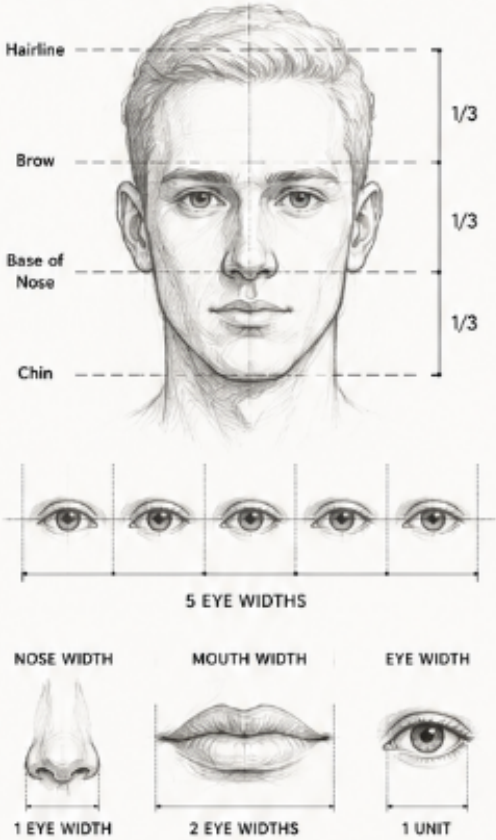
STEP–BY–STEP: PLACING FEATURES

Follow these steps to map the features on the face.


1 DRAW THE OUTLINE
Draw an oval shape and a center line.
2 ADD THE GUIDELINES
Divide the face into 3 equal parts.
3 PLACE THE BROW LINE
Draw the brow line on the top 1/3.
4 PLACE THE EYES
Eyes sit on the middle line.
5 PLACE THE NOSE
Base of the nose sits on the bottom 1/3 line.
6 PLACE THE MOUTH & CHIN
Add the mouth between the nose and chin.

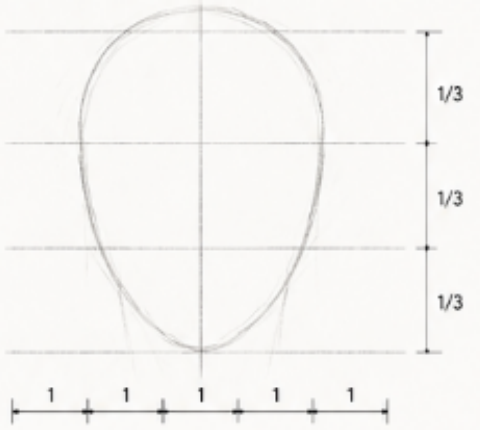
PROPORTIONS OVERVIEW

Use this as a quick reference while drawing.



PRACTICE EXERCISE

Use the guidelines to construct the face below. Then lightly sketch the features.



GEBO TECK'S TIP

Measure more, guess less. Use your pencil as a ruler to compare distances.

Small measurement habits create big improvements.

DRAWING THE EYE

The eyes are the windows to the soul. They are also one of the most detailed and expressive features in the face.

Understanding the structure and proportions of the eye will help you draw it realistically from any angle.

THE EYE IN SIMPLE TERMS

The eye is a sphere sitting in an eye socket, covered by eyelids. The visible part is the eyeball, iris, pupil, and the reflection of light.

GEBO TECK'S TIP

Squint your eyes while looking at a reference. This helps you see the basic shapes and values instead of getting lost in details.

STEP–BY–STEP: DRAWING THE EYE (FRONT VIEW)

1 BASIC SHAPE

Start with an almond shape for the eye.

2 ADD THE EYELIDS

Draw the upper and lower eyelids. The upper eyelid covers the iris slightly.

3 DRAW THE IRIS

Draw a circle for the iris inside the eye. Add the pupil in the center.

4 ADD DETAILS

Add the eyelid crease, tear duct, and refine the shape.

5 ADD LASHES

Draw eyelashes on the upper and lower lids. Vary the length and direction.

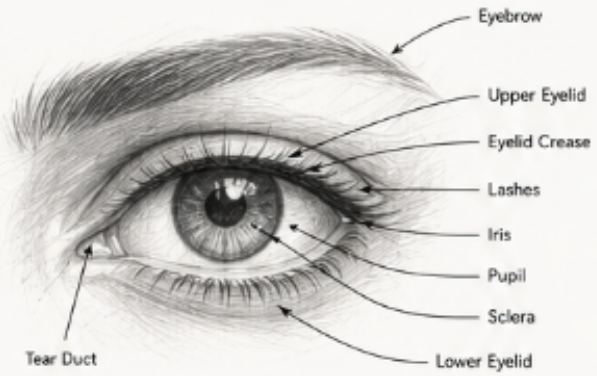
6 SHADING

Add value and shadows. Darken the pupil, add reflections, and shade the eyelids.

KEY POINTS TO REMEMBER

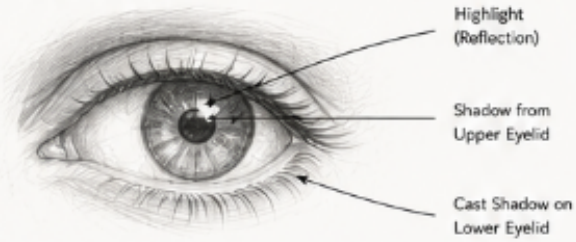
- The iris touches the upper eyelid slightly.
- The lower eyelid curves upward.
- The tear duct is at the inner corner.
- Eyelashes follow the curve of the eyelids.
- The eyeball is not flat—keep it rounded.

EYE ANATOMY



LIGHT AND SHADOW

Light comes from above, creating a shadow from the upper eyelid over the iris.

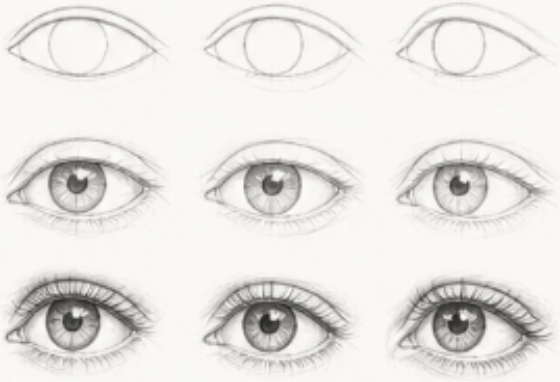


DRAWING THE EYE FROM DIFFERENT ANGLES

3/4 VIEW | SIDE VIEW | LOOKING UP

PRACTICE EXERCISE

Draw the eyes below. Start lightly, then add details and shading. Focus on shape, proportion, and value.



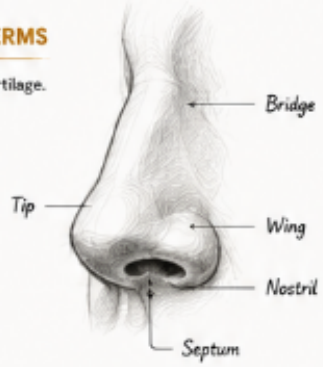
DRAWING THE NOSE

The nose gives the face character and dimension. Understanding its structure will help you draw it accurately from any angle.

THE NOSE IN SIMPLE TERMS

The nose is made of bone and cartilage.
The visible part consists of:

- The bridge (upper part)
- The tip (rounded part)
- The nostrils (openings)
- The wings (sides)
- The septum (center divider)



GEBO TECK'S TIP

Think of the nose as simple forms. Build it in 3D first, then add details. This will make your drawing look realistic from any angle.

THE NOSE FROM DIFFERENT ANGLES

FRONT VIEW | 3/4 VIEW | SIDE VIEW | LOOKING UP | LOOKING DOWN

THE BASIC FORMS

1. BOX SHAPE | 2. ADD THE SPHERE | 3. ADD NOSTRILS | 4. REFINED FORM

LIGHT AND SHADOW

Light reveals the form. Shadows define the shape.

FRONT LIGHT | SIDE LIGHT | TOP LIGHT

STEP–BY–STEP: DRAWING THE NOSE (FRONT VIEW)

1 DRAW THE GUIDE
Draw a light box and center line.

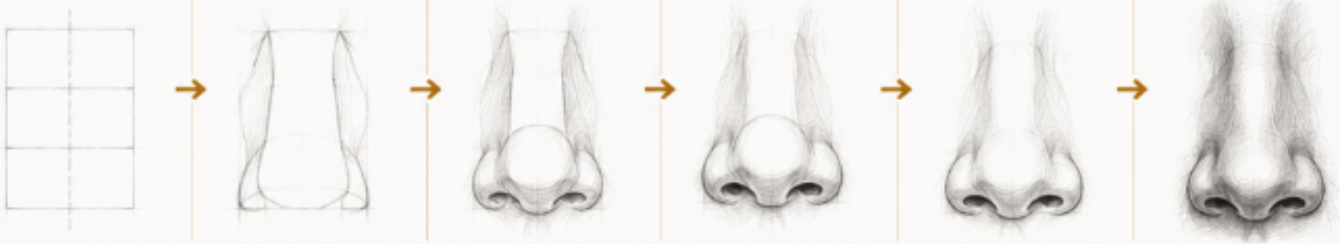
2 ADD THE BRIDGE
Draw the sides of the nose bridge.

3 SHAPE THE TIP
Add the ball shape for the tip.

4 ADD THE NOSTRILS
Block in the nostrils and wings.

5 REFINE THE SHAPE
Refine the lines and clean up the form.

6 ADD SHADING
Add value and shadow to give it volume.



PRACTICE EXERCISE

Draw the noses below from reference or imagination. Focus on shape, proportion, and value.

KEY POINTS TO REMEMBER

- ☑ The nose is made of simple forms.
- ☑ The bridge is flat on the sides.
- ☑ The tip is a soft ball shape.
- ☑ Nostril openings are teardrop shapes.
- ☑ Shading makes the nose look 3D.
- ☑ Compare your drawing to reference often.

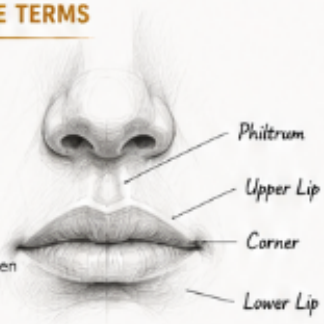
DRAWING THE MOUTH

The mouth is responsible for speech, expression, and emotion. Understanding its structure and proportions will help you draw it realistically.

THE MOUTH IN SIMPLE TERMS

The mouth is made up of:

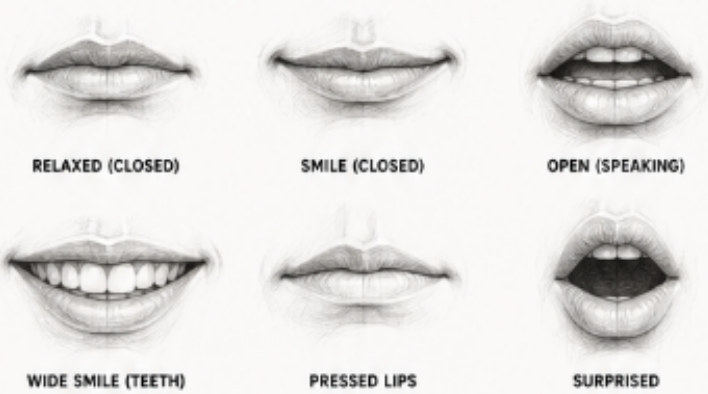
- The upper lip
- The lower lip
- The corners
- The philtrum (the area between the nose and upper lip)



GEBO TECK'S TIP

Don't draw the lips as outlines only. Think of them as 3D forms with thickness and curves. Observe carefully!

MOUTH SHAPES AND EXPRESSIONS



RELAXED (CLOSED) | SMILE (CLOSED) | OPEN (SPEAKING)

WIDE SMILE (TEETH) | PRESSED LIPS | SURPRISED

THE BASIC FORMS

1. SPHERE (BASE) → 2. ADD THE PLANES → 3. BLOCK THE LIPS → 4. REFINED FORM

LIGHT AND SHADOW

Light gives volume. Shadows show depth.

TOP LIGHT
Shadow under the lower lip.

FRONT LIGHT
Soft shadows under both lips and in the corners.

SIDE LIGHT
One side is light, the other side is shadow.

STEP-BY-STEP: DRAWING THE MOUTH (FRONT VIEW)

1 DRAW THE GUIDE
Draw a light circle and a horizontal center line.

2 MARK THE LIP LINES
Place the upper lip line slightly above the center. The lower lip line below.

3 SHAPE THE UPPER LIP
Draw the cupid's bow in the center. Connect the curves to the corners.

4 SHAPE THE LOWER LIP
Add the curve of the lower lip. Make it fuller in the center.

5 ADD THE CORNERS
Define the corners of the mouth and connect smoothly.

6 REFINE AND SHADE
Add value and shading for a 3D realistic look.

PRACTICE EXERCISE

Draw the following mouths. Focus on shape, proportion, and value.

KEY POINTS TO REMEMBER

- ☑ The upper lip is usually thinner than the lower lip.
- ☑ The lower lip is fuller and rounder in the center.
- ☑ The corners of the mouth align with the pupils.
- ☑ Lips have volume—think 3D, not flat.
- ☑ Light and shadow bring the lips to life.
- ☑ Practice different expressions.

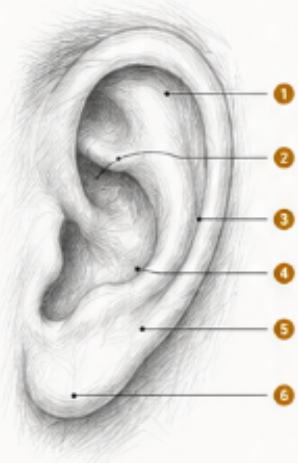
DRAWING THE EAR

The ears may look complicated, but they follow a clear structure. Understanding their forms and landmarks will help you draw them from any angle.

THE EAR IN SIMPLE TERMS

The ear is made of cartilage and has many curves and folds.

1. The **helix** (outer rim)
2. The **antihelix** (inner ridge)
3. The **concha** (bowl)
4. The **tragus** (small flap)
5. The **antitragus** (opposite the tragus)
6. The earlobe (soft part)



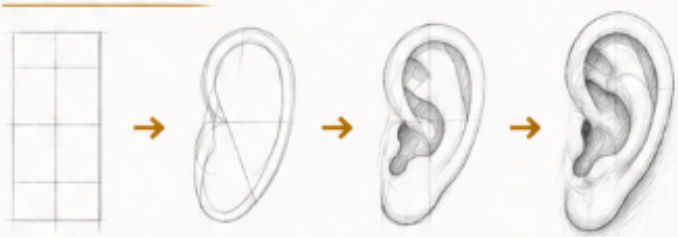
GEBO TECK'S TIP

Break the ear into simple shapes first. Focus on the major forms, then add the smaller details. Compare both ears to keep them consistent.

THE EAR FROM DIFFERENT ANGLES

FRONT VIEW | 3/4 VIEW | SIDE VIEW | BACK VIEW

THE BASIC FORMS



1. BLOCK IN THE SHAPE
2. ADD THE MAJOR FORMS
3. DEFINE THE LANDMARKS
4. REFINED FORM

LIGHT AND SHADOW

Light reveals the form. Shadows show the depth.

FRONT LIGHT
Light from the front creates soft, even shadows.

SIDE LIGHT
Light from the side creates strong shadows on the far side.

BACK LIGHT
Light from behind creates a rim light on the edge.

STEP-BY-STEP: DRAWING THE EAR (3/4 VIEW)

1. **DRAW THE GUIDE** — Draw an oval for the overall shape.
2. **ADD THE HELIX** — Draw the outer rim (helix).
3. **BLOCK IN THE FORMS** — Add the inner ridge (antihelix) and the concha.
4. **ADD LANDMARKS** — Place the tragus and antitragus.
5. **REFINE THE SHAPES** — Clean up the forms and check the proportions.
6. **ADD DETAILS** — Add the earlobe and small details inside.
7. **ADD SHADING** — Add value and shading to create volume.

PRACTICE EXERCISE

Draw the ears below from different angles. Focus on shape, proportion, and value.

KEY POINTS TO REMEMBER

- The ear is made of curves and folds.
- The helix forms the outer rim.
- The antihelix is the inner ridge.
- The concha is the bowl-shaped area.
- Shadows help define the depth.
- Practice both ears for consistency.

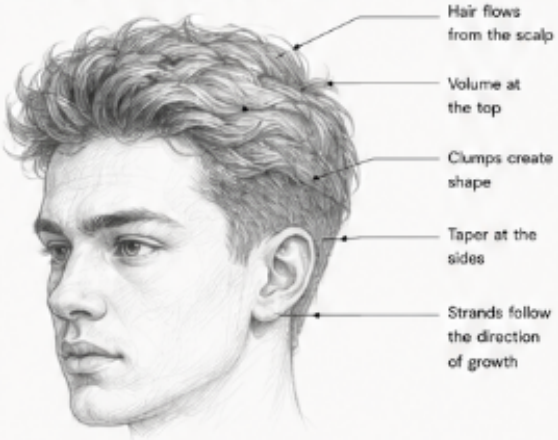
DRAWING HAIR

BRINGING LIFE TO YOUR PORTRAITS

Hair adds personality, style, and realism to your portraits. Understanding how hair grows, clumps, and flows will help you draw it naturally.

THE BASICS OF HAIR

Hair is made up of strands that group together in clumps. Think of hair as shapes, not lines.


Hair flows from the scalp
Volume at the top
Clumps create shape
Taper at the sides
Strands follow the direction of growth

GEBO TECK'S TIP

Don't draw every single hair. Focus on clumps, flow, and value. This creates realism and saves time!

TYPES OF HAIR

STRAIGHT | WAVY | CURLY | COILY

THE BASIC PROCESS

1. DIRECTION
Identify the direction of hair growth. Usually from a whorl or part.

2. BIG SHAPES
Block in the main shapes and flow of the hair.

3. CLUMPS
Break the hair into smaller clumps. Add overlaps.

4. DETAILS
Refine edges, add stray hairs and adjust value.

LIGHT AND SHADOW IN HAIR

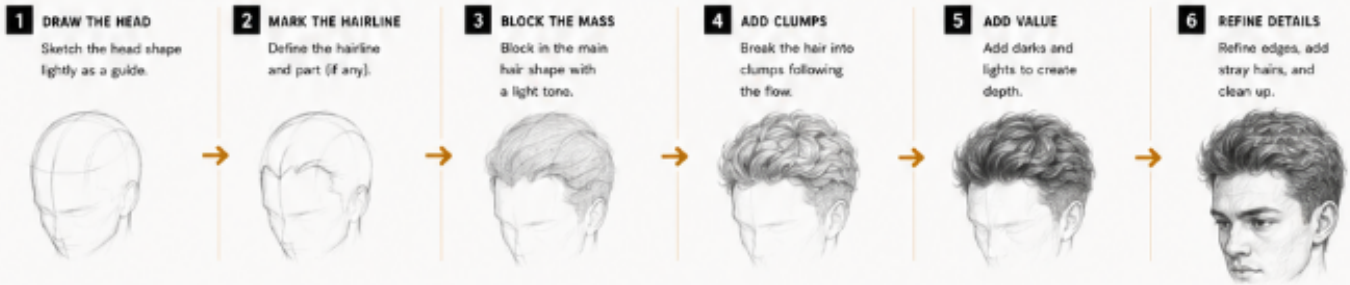
TOP LIGHT
Highlights on top, shadows below.

SIDE LIGHT
One side is lit, the other is in shadow.

BACK LIGHT
Light behind the head creates a rim light.

SOFT LIGHT
Soft light creates smooth transitions of value.

STEP-BY-STEP: DRAWING HAIR (SHORT STYLE)



1 DRAW THE HEAD
Sketch the head shape lightly as a guide.

2 MARK THE HAIRLINE
Define the hairline and part (if any).

3 BLOCK THE MASS
Block in the main hair shape with a light tone.

4 ADD CLUMPS
Break the hair into clumps following the flow.

5 ADD VALUE
Add darks and lights to create depth.

6 REFINE DETAILS
Refine edges, add stray hairs, and clean up.

PRACTICE EXERCISE

Draw the hairstyles below. Focus on shape, direction, and value.

KEY POINTS TO REMEMBER

- Hair grows from the scalp and follows a direction.
- Think in clumps, not individual strands.
- Use value to show depth and form.
- Observe how light affects the hair.
- Keep practicing different hair types.
- Less is more—don't over-render every hair.

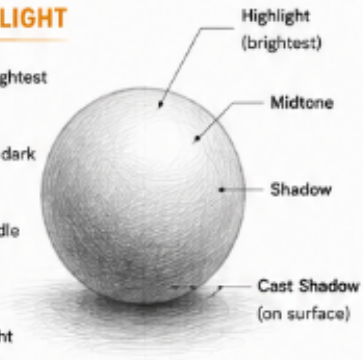
LIGHT & SHADOW

THE KEY TO REALISTIC DRAWING

Light and shadow give life to your drawings. They create depth, form, and mood. Without understanding light, a drawing will look flat.

THE BASICS OF LIGHT

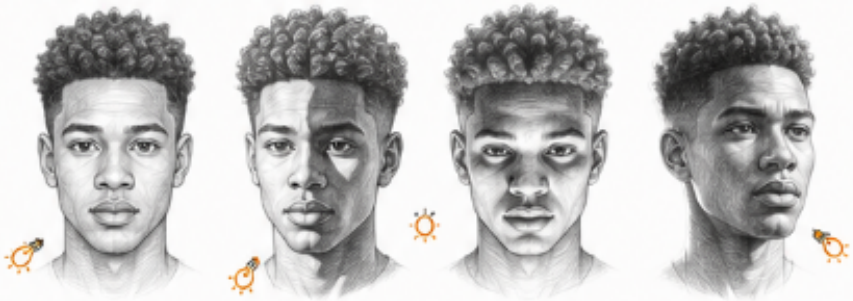
- Light shows the brightest parts of a form.
- Shadow shows the dark parts of a form.
- Midtone is the middle gradation between light and shadow.
- The direction of light changes everything.



GEBO TECK'S TIP

Observe real objects under real light.
Train your eyes first, then your hand.
Great artists see before they draw.

LIGHT DIRECTION EXAMPLES



FRONT LIGHT
Light comes from front. Soft shadows behind features.

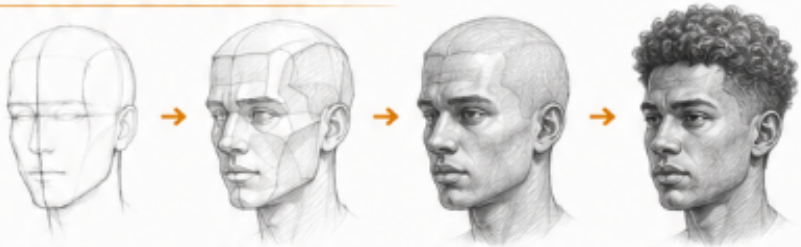
SIDE LIGHT
Light comes from side. Strong shadows on the opposite side.

TOP LIGHT
Light comes from above. Shadows fall downward.

BACK LIGHT
Light comes from behind. Creates rim light around edges.

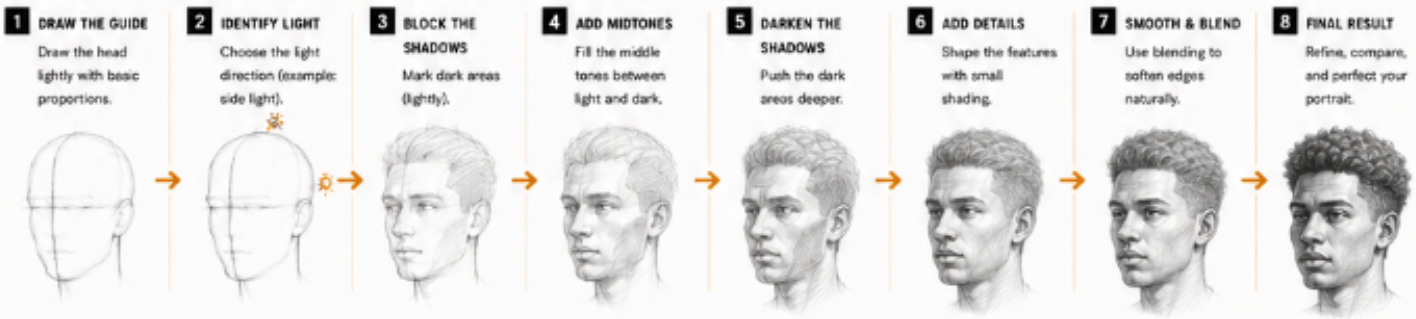
SHADING GRADATION SCALE

HOW SHADOW CREATES 3D FORM



1. Basic Shape (Clean Guide)
2. Add Planes & Identify Areas
3. Add Shadows & Midtones
4. Refined Realistic Result

STEP-BY-STEP: APPLYING LIGHT & SHADOW TO A FACE



1 DRAW THE GUIDE
Draw the head lightly with basic proportions.

2 IDENTIFY LIGHT
Choose the light direction (example: side light).

3 BLOCK THE SHADOWS
Mark dark areas (lightly).

4 ADD MIDTONES
Fill the middle tones between light and dark.

5 DARKEN THE SHADOWS
Push the dark areas deeper.

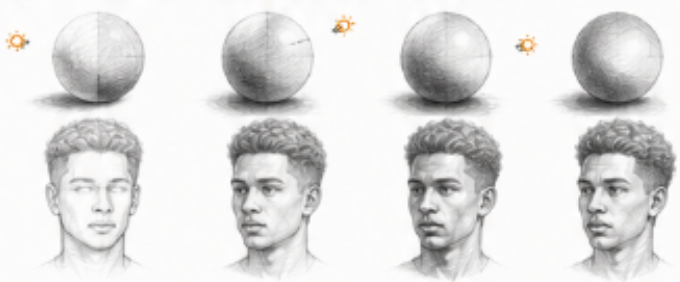
6 ADD DETAILS
Shape the features with small shading.

7 SMOOTH & BLEND
Use blending to soften edges naturally.

8 FINAL RESULT
Refine, compare, and perfect your portrait.

PRACTICE EXERCISE

Draw the spheres and faces below using different light directions.



KEY POINTS TO REMEMBER

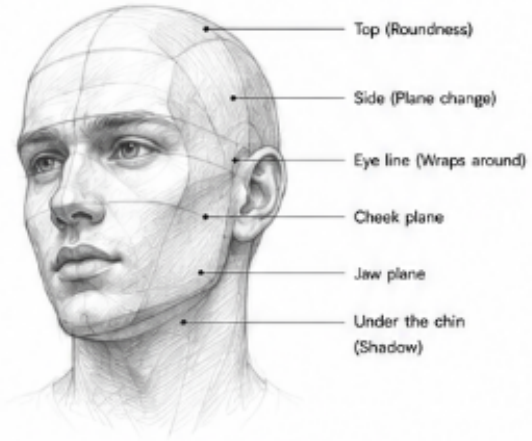
- Light reveals the form. Shadow defines the form.
- There is no light without shadow.
- Observe where the light hits and where it cannot reach.
- Start light, then go dark.
- Use smooth transitions for realism.
- Practice with real objects, then faces.
- Master light, and your drawings will come to life.

DIFFERENT FACE ANGLES

SEEING THE FACE IN 3D

The head is a 3D form, not flat. Learning to draw faces from different angles helps you create more dynamic and realistic portraits.

THE HEAD IS A 3D FORM



GEBO TECK'S TIP

Think of the head as a ball with planes. The features wrap around the form. Always check the angle before you draw!

COMMON FACE ANGLES

FRONT VIEW
Straight on. Both sides are visible equally.

3/4 VIEW
Slight turn. You see more of one side.

PROFILE (SIDE)
Full side view. Only one eye is visible.

LOOKING UP
View from below. Under the chin is visible.

LOOKING DOWN
View from above. Top of the head is visible.

HOW TO ROTATE THE HEAD

0°
Front view. Center line faces you.

15°–30°
Slight turn. One side becomes wider.

45°
More of the far side disappears. Near side is wider.

75°–90°
Almost profile. Nose overlaps with far eye.

OVER 90°
Beyond profile. Back of the head comes into view.

PLANES CHANGE IN DIFFERENT ANGLES

As the head turns, light hits the planes differently. This creates different shapes of light and shadow.

STEP–BY–STEP: DRAWING A FACE FROM DIFFERENT ANGLES

1 CONSTRUCT THE HEAD
Start with a sphere and add the center line and eye line.

2 ADD THE PLANES
Block in the main planes of the face based on the angle.

3 PLACE THE FEATURES
Place the eyes on the eye line. Add nose, mouth, and ears.

4 REFINE THE SHAPES
Refine the features and adjust the proportions.

5 ADD LIGHT & SHADOW
Apply shadows based on the light direction and plane changes.

6 FINAL DETAILS
Add texture, details, and soft blending to bring it to life.

PRACTICE EXERCISE

Draw the same face from the angles below. Focus on proportions and plane changes.

KEY POINTS TO REMEMBER

- The head is a 3D form, not flat.
- Features wrap around the head.
- As the head turns, one side becomes shorter (foreshortening).
- The near side is always wider; the far side is narrower.
- Light and shadow change with the angle.
- Practice from many angles to build your skills.

UNDERSTANDING FACE STRUCTURES

THE FOUNDATION OF EVERY FACE

Every face is built on bone and muscle. Understanding the structure underneath helps you draw faces that look real, no matter the person.

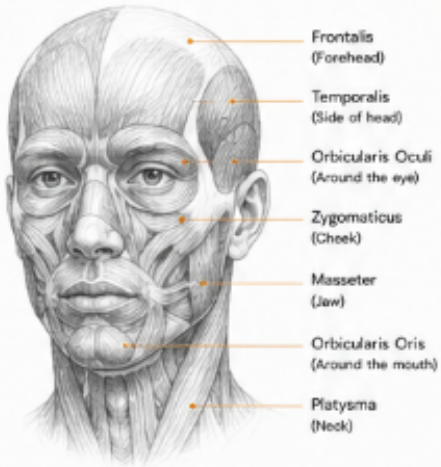
THE SKULL: THE BASE OF THE FACE

GEBO TECK'S TIP

Learn the structure, then forget it. When you understand it well, you can draw freely and naturally without overthinking!

MAJOR FACIAL LANDMARKS

MUSCLE OVERVIEW (SIMPLIFIED)



THE PLANES OF THE FACE

FRONT VIEW
Planes face you directly.

3/4 VIEW
Planes turn and create depth.

PROFILE VIEW
Planes overlap and shift.

HOW STRUCTURE AFFECTS APPEARANCE

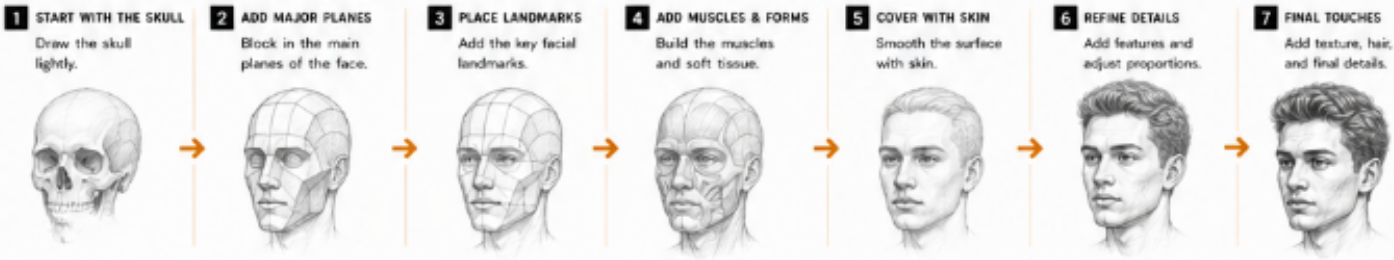
Different bone shapes create different face shapes.

Muscles and fat sit on the bone. They add form and softness.

Skin, texture, and small details bring the face to life.

Every person has a unique structure. No two faces are alike!

STEP-BY-STEP: BUILDING A FACE USING STRUCTURE


1 START WITH THE SKULL
Draw the skull lightly.
2 ADD MAJOR PLANES
Block in the main planes of the face.
3 PLACE LANDMARKS
Add the key facial landmarks.
4 ADD MUSCLES & FORMS
Build the muscles and soft tissue.
5 COVER WITH SKIN
Smooth the surface with skin.
6 REFINE DETAILS
Add features and adjust proportions.
7 FINAL TOUCHES
Add texture, hair, and final details.

PRACTICE EXERCISE

Draw the faces below using the structure method. Focus on the planes, proportions, and how the features sit on the form.

KEY POINTS TO REMEMBER

- The skull is the foundation.
- Muscles and fat add form and shape.
- Landmarks help you place features correctly.
- Planes change with the angle.
- Structure makes your drawings realistic.
- Understand first, then draw with freedom!

FACIAL EXPRESSIONS

BRINGING EMOTION TO LIFE

Expressions make your drawings come alive. Understanding the muscles and how they move will help you draw any emotion naturally and convincingly.

THE IMPORTANCE OF EXPRESSIONS

A small change in the muscles can create a completely different emotion. Practice observing real faces!

GEBO TECK'S TIP

Look in the mirror! Make the expressions yourself and study how your face changes. This is the best way to learn!

COMMON EXPRESSIONS

NEUTRAL
Relaxed face. Calm and resting.

HAPPY
Smiling, cheeks lift, eyes slightly squint.

SAD
Eyebrows inner corners up, eyes look down, mouth relaxes.

ANGRY
Brows down and together, eyes intense, mouth tight.

SURPRISED
Brows up, eyes wide, mouth opens.

FEAR
Brows up and together, eyes wide, mouth slightly open.

DISGUST
Nose wrinkles, upper lip raises, brows lower.

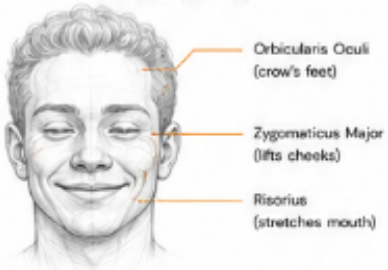
CONFUSED
One eyebrow up, slight frown, head tilt.

LAUGHING
Eyes squint more, mouth open, cheeks up.

THINKING
Eyes looking up or to the side, brows slightly knit.

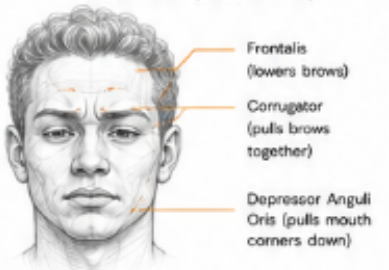
HOW MUSCLES CREATE EXPRESSIONS (EXAMPLES)

THE SMILE (HAPPY)



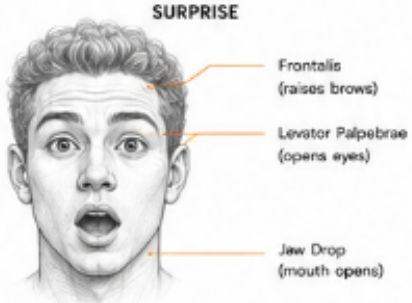
Cheeks lift, eyes squint, and mouth corners pull upward.

THE FROWN (SAD/ANGRY)



Brows pull down and together. Mouth corners pull down.

SURPRISE



Brows lift, eyes open wide, and jaw drops down.

STEP-BY-STEP: DRAWING AN EXPRESSION (HAPPY)

1 DRAW THE BASE
Start with the basic head and facial proportions.

2 ADD FEATURES
Place the eyes, nose, mouth, and ears.

3 ADJUST FOR EXPRESSION
Lift the cheeks, squint the eyes slightly, and raise mouth corners.

4 REFINE SHAPES
Refine the shapes of features and adjust the proportions.

5 ADD LIGHT & SHADOW
Add shading based on the light direction to create form.

6 ADD DETAILS
Add skin texture, small wrinkles, and details.

7 FINAL TOUCHES
Deepen contrast, clean up, and make it come alive!

PRACTICE EXERCISE

Draw each expression below. Focus on the muscles and overall feeling.

HAPPY _____ SAD _____ ANGRY _____ SURPRISED _____ FEAR _____ DISGUST _____ CONFUSED _____ LAUGHING _____

KEY POINTS TO REMEMBER

- Expressions come from muscles.
- Small changes create big differences.
- Observe real faces and practice.
- Light and shadow make expressions stronger.
- Practice drawing many expressions from life.
- The more you practice, the more natural it becomes!

COMPLETE PORTRAIT – PART 1

CONSTRUCTION: BUILDING A PORTRAIT

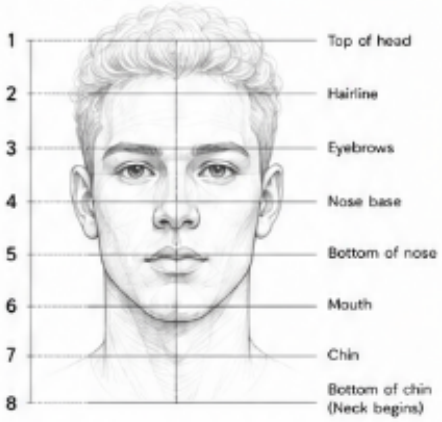
Before adding details, we build the portrait step by step using the right proportions, structure, and placement.

GEBO TECK'S TIP

A strong construction makes the final drawing easy and realistic. Take your time in this stage. Accuracy now saves time later!

THE 8 HEAD PROPORTIONS

The average adult face is about 8 head lengths tall from the top of the head to the bottom of the chin.



STEP–BY–STEP: CONSTRUCTING THE PORTRAIT

1 DRAW THE HEAD SHAPE

Start with a light circle or oval. Add the center line and eye line.

2 ADD THE JAW & CHIN

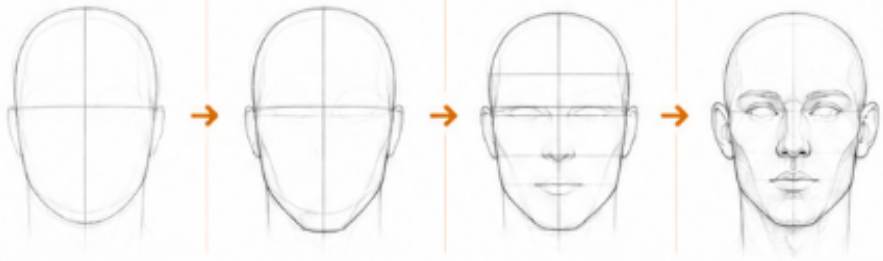
Define the sides of the face, jawline, and chin. Keep it light.

3 PLACE THE FEATURES

Use the 8 head proportions. Mark the eyebrows, nose base, and mouth.

4 SHAPE THE FEATURES

Block in the shapes of the eyes, nose, mouth, and ears.



5 ADD THE NECK

Draw the neck starting from behind the ears. Keep proportions.

6 CHECK THE PROPORTIONS

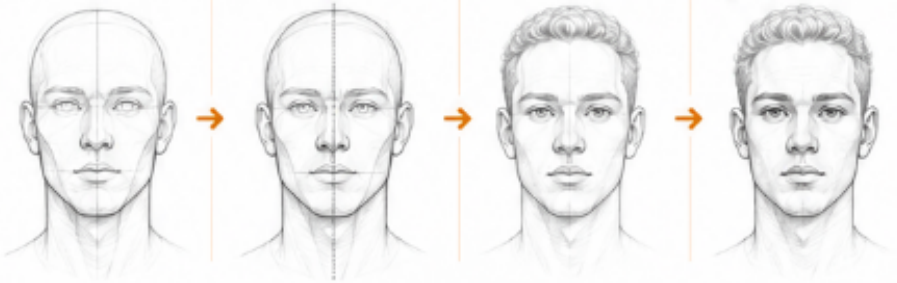
Compare both sides. Check spacing: eyes, nose, mouth, and ears.

7 REFINE THE STRUCTURE

Clean up the shapes. Adjust any proportions before adding details.

8 READY FOR DETAILS

Your construction is complete. Now you are ready for shading and realism.



FEATURE PLACEMENT GUIDE (FRONT VIEW)

EYES

The eyes sit on the center line. One eye width apart.

NOSE

The bottom of the nose sits at the middle point between eyes and chin.

MOUTH

The mouth sits between the bottom of the nose and the chin.

EARS

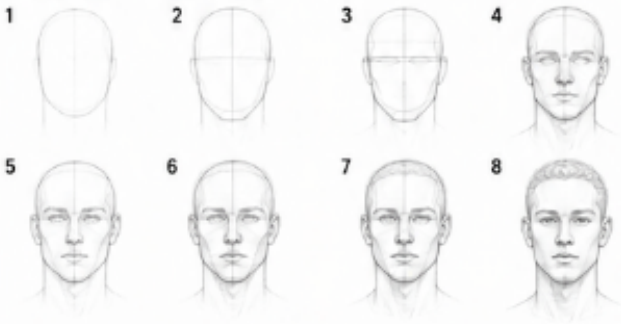
Ears align with the eyebrows (top) and nose base (bottom).

QUICK PROPORTION CHECKLIST

- Top of head to chin = 8 head lengths
- Eyes are on the center line
- One eye width apart
- Nose base in the middle
- Mouth between nose base and chin
- Ears between eyebrows and nose base
- Both sides are symmetrical

PRACTICE EXERCISE

Use the construction method above to draw the head from the given steps. Do it lightly and focus on accuracy.



GEBO TECK'S NOTES

- Construction is the skeleton of your drawing.
- If the construction is wrong, the final drawing will be wrong.
- Use light lines in this stage.
- Measure and compare constantly.
- Patience here creates a powerful final portrait.

REMEMBER:

Great portraits are not drawn, they are built.

COMPLETE PORTRAIT – PART 2

FROM CONSTRUCTION TO REALISM

Now that the structure is ready, we add light, shadow, details, and texture to bring the portrait to life.

GEBO TECK'S TIP

Take your time with shading. Build tones gradually from light to dark. Small details make a big difference!

STEP-BY-STEP: TURNING CONSTRUCTION INTO REALISM

1 BASE SHADING
Block in the light and dark areas. Find the light source.

2 REFINE SHADOWS
Darken the shadows on the eye sockets, under the nose, lips, and chin.

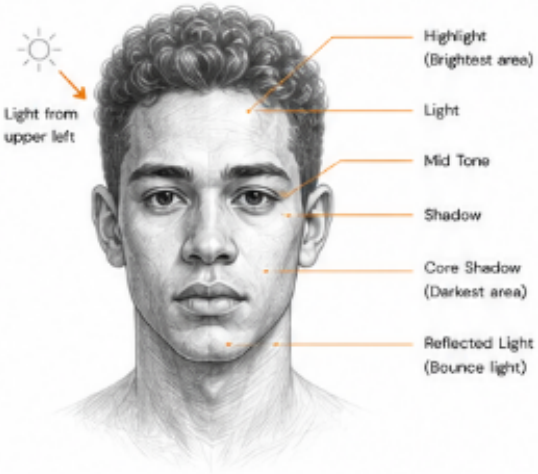
3 ADD MID TONES
Smooth the transitions between light and shadow. Build the mid tones.

4 ADD DETAILS
Add details to the eyes, eyebrows, lips, and skin texture.

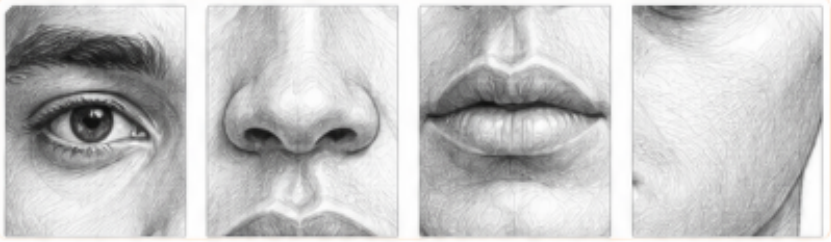
5 ENHANCE CONTRAST
Increase the darks and keep the lights clean. Add subtle reflected light.

6 FINAL TOUCHES
Refine small details. Check proportions. Clean up any rough areas.

LIGHT SOURCE EXAMPLE



DETAIL AREAS TO FOCUS ON



Eyes: Add the iris details, eyelid folds, lash shadows, and catch lights.

Nose: Focus on the planes, nostril shape, and the shadow under the nose tip.

Lips: Observe the shape, texture, and shadow between the upper and lower lip.

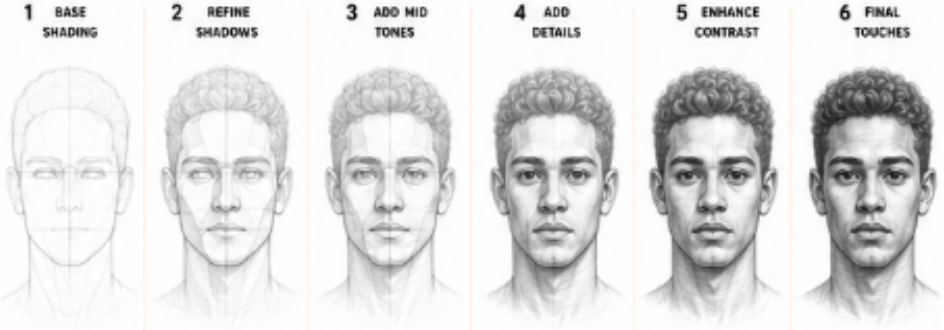
Skin: Add subtle pores, small lines, and soft blending for a realistic look.

KEY REMINDER

- Keep checking your proportions as you add details.
- Step back often and look at the whole portrait.
- Patience and practice are the keys to realism.

PRACTICE EXERCISE

Using the steps above, complete the portrait in the spaces provided.



FINISHED PORTRAIT EXAMPLE

A strong foundation + careful shading = a realistic portrait!

PRACTICE EXERCISES

SHARPEN YOUR SKILLS

Practice is the key to improvement! These exercises will help you understand and apply everything you've learned so far.

GEBO TECK'S TIP

Don't rush your practice. Focus on accuracy, not speed. Draw a little every day and you will see big progress!

EXERCISE 1: BASIC FEATURES PRACTICE

Draw each feature in the boxes below. Focus on shape, proportion, and shading.

EYES

NOSES

MOUTHS

EARS

EXERCISE 2: HEAD CONSTRUCTION FROM DIFFERENT ANGLES

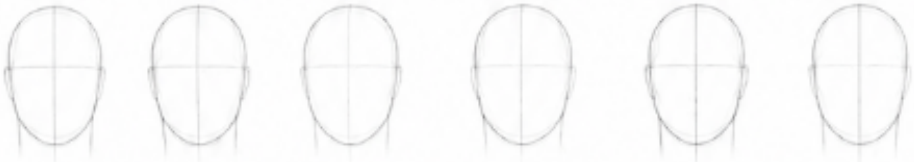
Use the construction method to draw the head from the angles shown.

FRONT | 3/4 VIEW | PROFILE (SIDE) | LOOKING UP | LOOKING DOWN

EXERCISE 3: EXPRESSIONS PRACTICE

Draw the expressions below. Pay attention to the movement of the muscles.

HAPPY | SAD | ANGRY | SURPRISED | LAUGHING | THINKING



EXERCISE 4: LIGHT AND SHADING PRACTICE

Shade the spheres below to show how light affects form. The light source is from the upper left.

CHALLENGE EXERCISE: DRAW A PORTRAIT FROM REFERENCE

Use the reference photo to draw a complete portrait.
Apply everything you've learned: structure, proportions, shading, and details.

PRACTICE CHECKLIST

- ☑ I practiced basic facial features.
- ☑ I practiced head construction from different angles.
- ☑ I practiced drawing facial expressions.
- ☑ I practiced light and shading.
- ☑ I challenged myself with a full portrait.
- ☑ I am improving every day!

FINAL TIP

"The more you practice, the better you become. Be patient with yourself and enjoy the journey!

– Gebo Teck

COMMON MISTAKES & HOW TO FIX THEM

AVOID THESE. IMPROVE FASTER!

Everyone makes mistakes. The important thing is to know what they are and how to fix them. Here are the most common problems beginners face when drawing portraits and how to correct them.

GEBO TECK'S TIP

Don't get discouraged by mistakes. They are part of the learning process. Learn, fix, and keep going. That's how you improve!

1 WRONG PROPORTIONS

Features are too big, small, or misplaced.

FIX: Use the 8 head proportions and measure carefully.

2 EYES NOT ALIGNED

Eyes should always sit on the same horizontal line.

FIX: Draw a light line across both eyes to keep them level.

3 NO FORM (TOO FLAT)

Drawing without understanding light, shadow, and form.

FIX: Think in 3D. Use shading to show forms and planes.

4 SAME VALUE EVERYWHERE

Using the same darkness makes the portrait dull.

FIX: Use a full range of values. Dark darks and light lights create life.

5 OVER-BLENDING

Too much blending removes texture and details.

FIX: Blend softly and leave some texture. Details bring realism.

6 HARD OUTLINES

Outlines around every feature make the drawing look stiff.

FIX: Use softer edges in most areas. Hard edges only where needed.

7 IGNORING REFERENCE

Guessing leads to big proportion and shape errors.

FIX: Always use reference photos. Train your eye to see accurately.

8 RUSHING THE PROCESS

Rushing causes careless mistakes and weak results.

FIX: Take your time. Build step by step. Patience creates quality.

MORE COMMON MISTAKES

a) NO UNDERLYING STRUCTURE
Jumping into details without building the structure first.
FIX: Start with basic shapes and construction.

b) INCORRECT LIGHT DIRECTION
Inconsistent light direction makes the portrait confusing.
FIX: Choose one light source and stick to it.

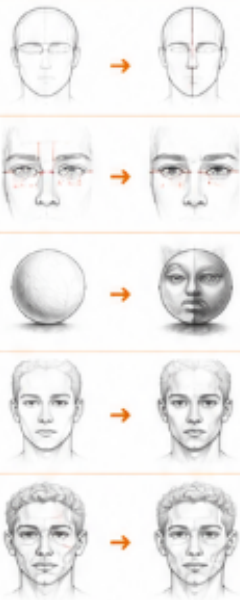
c) WRONG LIP SHAPE
Lips are not just two lines. They have volume and form.
FIX: Understand the 3D shape of the lips.

d) UNNATURAL HAIR
Drawing every hair strand makes hair look unnatural.
FIX: Group hair into sections. Show flow.

e) EAR PLACEMENT
Ears too high, low, or too far forward/back.
FIX: Top of ear aligns with eyebrow. Bottom aligns with nose base.

QUICK FIX GUIDE

- *Check proportions before adding details.*
- *Measure, compare and align features.*
- *Use light and shadow to create depth.*
- *Keep edges soft where needed.*
- *Add details slowly and carefully.*



FINAL REMINDER

Mistakes are proof that you are trying. Don't avoid them—learn from them!

Keep practicing. Stay patient. Stay consistent.

EVERY GREAT ARTIST WAS ONCE A BEGINNER.

You've got this!

> *Draw, make mistakes, learn, and keep going. That's the path to becoming a great artist.*
>
> *– Gebo Teck*

CHECK YOUR PROGRESS

Go back to the exercises on pages 18 and try them again. You will see the improvement!

FINAL WORDS & PREVIEW OF VOLUME 2

YOU DID IT!

Congratulations on completing
Gebo Teck – Learn to Draw,
Volume 1: Realistic Portraits for Beginners!

You've learned the fundamental skills needed to draw realistic human portraits from the ground up: structure, proportions, features, light, shadow, expressions, and how to bring it all together.

Remember, drawing is a journey. The more you practice, the more you'll improve. Never stop learning, never stop observing, and most importantly—enjoy the process!

"Every line you draw today is a step toward the artist you want to become tomorrow."

Keep practicing.
Keep believing in yourself.
Keep creating.

– Gebo Teck

GEBO TECK'S FINAL TIP

Draw from life as much as possible. Observe people, take photos, study faces, and challenge yourself every day. Great artists were once beginners too—just like you!

WHAT YOU'VE LEARNED IN THIS VOLUME

- Basic shapes
- Head construction
- Face proportions
- Drawing facial features
- Understanding hair
- Light and shadow
- Different face angles
- Face structures
- Facial expressions
- Complete portrait process
- Shading and realism
- Common mistakes and fixes
- Practice and improvement techniques

These skills are the foundation. Now you're ready to explore more and create your own amazing artwork!

COMING NEXT: VOLUME 2 – LANDSCAPES & ENVIRONMENTS

In the next volume, we will explore the beauty of the world around us. You'll learn how to draw:

NATURE SCENES
Mountains, forests, rivers, lakes, and more.

RURAL LANDSCAPES
Countryside views, farms, and villages.

URBAN ENVIRONMENTS
Cities, streets, buildings, and architecture.

SKY & WEATHER
Clouds, sunlight, rain, sunsets, and mood.

WATER & REFLECTIONS
Rivers, waterfalls, oceans, and reflections.

COMPOSITION
Creating depth, perspective, and atmosphere.

Get ready for Volume 2, where we expand our skills beyond faces and into the amazing world of landscapes and environments!

THANK YOU!

Thank you for choosing this book to be part of your art journey. I hope this book has inspired you and given you the confidence to keep drawing and improving.

The best is yet to come!

Gebo Teck

Keep drawing, keep dreaming, and keep creating!

YOUR NEXT STEPS

- Keep practicing every day.
- Draw from life and reference photos.
- Study the masters and learn from them.
- Experiment with different styles and techniques.
- Most importantly—have fun and enjoy the journey!

I can't wait to see your future artwork!

GEBO TECK

Every great artist
BEGINS WITH A SINGLE LINE.

Learn to Draw: Volume 1 is a clear, step-by-step guide that teaches you how to draw realistic portraits from simple shapes.

You'll discover the structure behind the human face, master proportions, light and shadow, and learn how to bring your drawings to life with realism and expression.

Whether you're picking up a pencil for the first time or looking to improve your skills, this book will help you draw with confidence—from observation and from imagination.

- BUILD STRONG FOUNDATIONS
- UNDERSTAND FACIAL FEATURES
- STEP-BY-STEP LESSONS
- PRACTICAL TIPS FROM AN ARTIST

YOUR JOURNEY STARTS HERE.

PRACTICE. BE PATIENT. SEE PROGRESS.
BECOME THE ARTIST YOU WERE MEANT TO BE.

GEBO TECK

LEARN. PRACTICE. CREATE.

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